

MULTIMEDIA



UNIVERSITY

STUDENT ID NO

--	--	--	--	--	--	--	--	--	--

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2018/2019

MID2003 – INTERFACE MODELING

(All sections / Groups)

22 OCTOBER 2018

2.30 p.m - 4.30 p.m

(2 Hours)

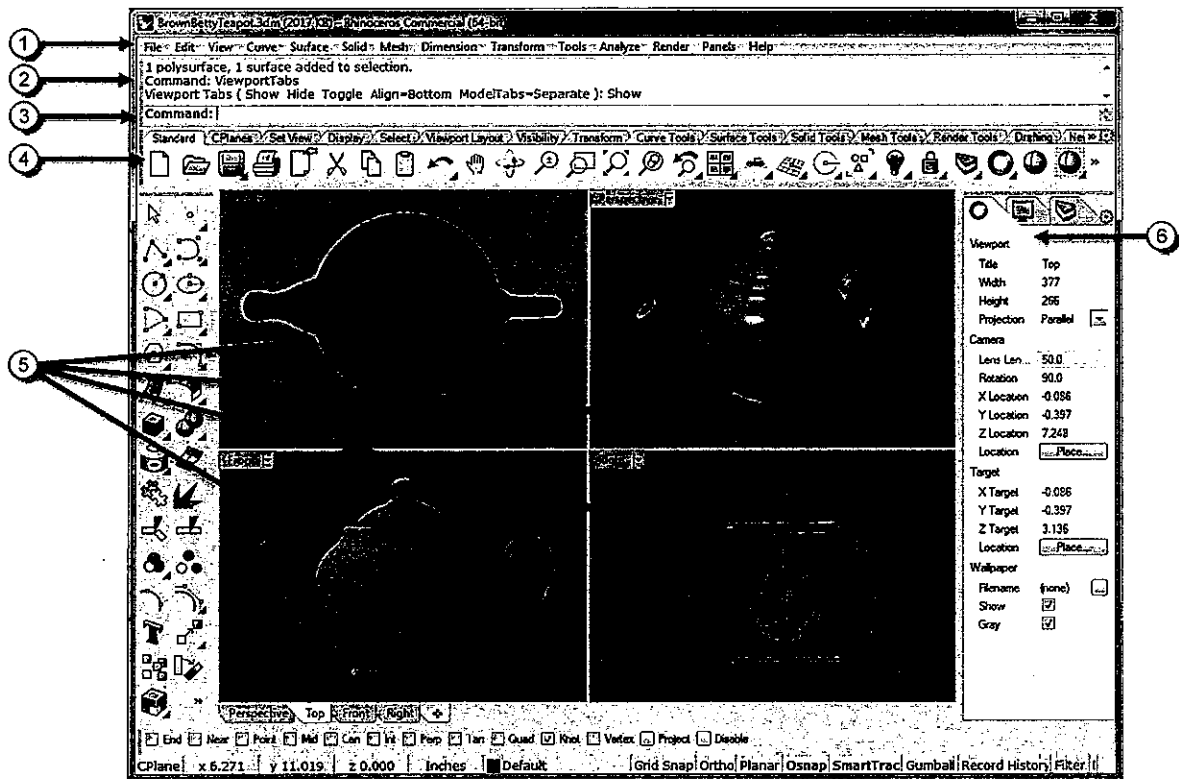
INSTRUCTIONS TO STUDENTS

1. This Question Paper consists of 3 pages with 5 questions only.
2. Answer **FOUR** out of the FIVE questions. All questions carry equal marks and the distribution of the marks for each question is given.
3. Please write all your answers in the Answer Booklet provided.

1. A) Discuss five features of RHINO 5.

(15 marks)

B) Name and define any five of these bars in RHINO 5 layout.



(10 marks)

(Total 25 marks)

2. A) Define and explain what NURBS is?

(10 marks)

B) Discuss five important qualities that make NURBS an ideal choice for computer-aided modeling.

(15marks)

(Total 25 marks)

Continued...

3. A) Discuss these five rendering features of KEYSHOT 7;

- i. Real-time Ray Tracing
- ii. HDRI Lighting
- iii. Physical Lighting
- iv. Accurate Materials
- v. Toon Shading

(15Marks)

B) Explain five animation features in KEYSHOT 7.

(10 marks)

(Total 25 marks)

4. A) KEYSHOT 7 is real-time rendering software to the core. Explain this statement.

(20 marks)

B) List five studio lighting set up inside KEYSHOT 7 environment.

(5 marks)

(Total 25 marks)

5. A) Realism rendering can be achieved as KEYSHOT use “accurate material” in their library. Discuss how KEYSHOT 7 makes it more realistic.

(20 marks)

B) List five materials from the KEYSHORT Metal Library.

(5 marks)

(Total 25 marks)

End of Paper